

1 Michael J. Glenn, SBN 89654
2 James M Donovan Law Offices
3 915 Wilshire Boulevard Suite 1610
4 Los Angeles, CA
5 213-629-4861
6 mglenn@thedonovanoffices.com

7 Isaac Rabicoff
8 Rabicoff Law LLC
9 (Pro Hac Vice admission pending)
10 5680 King Centre Dr, Suite 645
11 Alexandria, VA 22315
12 (773) 669-4590
13 isaac@rabilaw.com

14 **Counsel for Plaintiff**
15 **Sockeye Licensing TX LLC**

16 **IN THE UNITED STATES DISTRICT COURT**
17 **FOR THE CENTRAL DISTRICT OF CALIFORNIA**

18 **Sockeye Licensing TX LLC,**

19 Plaintiff,

20 v.

21 **AAXA Technologies Inc.,**

22 Defendant.

23 **Case No. _____**

24 **COMPLAINT FOR**

25 **(1) Infringement of the '981**
26 **Patent**

27 **(2) Infringement of the '342**
28 **Patent**

DEMAND FOR JURY TRIAL

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2 1. Plaintiff Sockeye Licensing TX LLC (“Sockeye” or “Plaintiff”), through its
3 attorneys, complains of AAXA Technologies Inc. (“AAXA” or “Defendant”), and alleges the
4 following:

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6 **PARTIES**

7 2. Plaintiff Sockeye Licensing TX LLC is a limited liability company organized and
8 existing under the laws of Texas with its principal place of business at 320 Wilmette Avenue,
9 Glenview, IL 60025.

10 3. Defendant AAXA Technologies Inc. is a corporation organized and existing under
11 the laws of the State of California that maintains a principal place of business at 17781 Sky Park
12 Cir. Ste. F, Irvine, CA 92614. Defendant has appointed Mr. Gary Huang as agent for accepting
13 service of process in the district at the same address.

14 **JURISDICTION**

15 4. This is an action for Patent infringement arising under the Patent laws of the United
16 States, Title 35 of the United States Code.

17 5. This Court has exclusive subject matter jurisdiction under 28 U.S.C. §§ 1331 and
18 1338(a).

19 6. This Court has personal jurisdiction over Defendant because it has engaged in
20 systematic and continuous business activities in this District and is incorporated in this District’s
21 state. As described below, Defendant has committed acts of patent infringement giving rise to this
22 action within this District.
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VENUE

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2 7. Venue is proper in this District under 28 U.S.C. § 1400(b) because Defendant has
3 an established place of business in this District. In addition, Defendant has committed acts of
4 patent infringement in this District, and Plaintiff has suffered harm in this district.

PATENTS-IN-SUIT

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6 8. Sockeye is the assignee of all right, title, and interest in United States Patent No.
7 9,547,981 (the “’981 Patent”), including all rights to enforce and prosecute actions for
8 infringement and to collect damages for all relevant times against infringers of the ’981 Patent.
9 Accordingly, Sockeye possesses the exclusive right and standing to prosecute the present action
10 for infringement of the ’981 Patent by Defendant.
11

12 9. Sockeye is the assignee of all right, title, and interest in United States Patent No.
13 8,135,342 (the “’342 Patent”), including all rights to enforce and prosecute actions for
14 infringement and to collect damages for all relevant times against infringers of the ‘342 Patent.
15 Accordingly, Sockeye possesses the exclusive right and standing to prosecute the present action
16 for infringement of the ‘342 Patent by Defendant.
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18 10. On January 17, 2017, the United States Patent and Trademark Office issued the
19 ‘981 Patent. The ‘981 Patent is titled “System, Method and Apparatus for Using a Wireless
20 Device to Control Other Devices.” The application leading to the ‘981 Patent was filed on
21 November 3, 2014, which is a continuation of U.S. Application No. 13/418,829; which was filed
22 on March 13, 2012; which is a divisional application of U.S. Application No. 11/898,912, now the
23 ‘342 Patent, which was filed on September 17, 2007; which claims priority from provisional
24 application number 60/844,645, which was filed on September 15, 2006. A true and correct copy
25 of the ‘981 Patent is attached hereto as Exhibit A and incorporated herein by reference. A true and
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1 correct copy of the parent Patent, the '342 Patent, is attached hereto as Exhibit B and incorporated
2 herein by reference.

3 11. Prior to the filing of the applications that matured into the '981 Patent and its parent
4 '342 Patent in 2006, state of the art cell phone designs emphasized their use as standalone devices.
5 In the industry it was widely expected that, as the multimedia capabilities of the cell phone
6 became richer, the cell phone itself would serve as a multimedia player and alternative to
7 traditional modes of viewing video, such as via television screens. Accordingly, cell phone
8 manufacturers at the time of filing focused on developing the “onboard” capabilities of their
9 products, rather than adapting them to connect with and control a higher resolution device. Thus,
10 for example, the Nokia N92 mobile device announced in 2005 was marketed as a phone for
11 watching TV. The Nokia N92, while capable of playing “mobile TV,” was designed as an
12 alternate platform for watching television, and it operated as a standalone device, wholly-
13 independent of television sets of the period. The '342 and '981 Patents went further. In contrast to
14 the standalone approach of the Nokia N92, the '342 and '981 Patents taught particular systems and
15 methods by which the cell phone could connect with and control a higher resolution display
16 device, streaming video thereto. The state-of-the-art cell phones of the day were not equipped to
17 operate in this way, nor was this their goal. Indeed, as Nokia stated at the time, the “Nokia N92
18 offers easy access to TV programs *without* having to sit in front of a television set.” Exhibit C.
19 Notably, so-called “[t]hird generation mobile phones” or “3G mobiles” which were capable of
20 “multi-media communication” of this kind—i.e., “viewing TV on a mobile phone”—were far
21 from the norm in 2006. Exhibit D. As NEC stated at the time, although such devices were
22 “expected to be extremely popular,” using a cell phone to view television was itself a
23 “groundbreaking way to use mobile phones.” *Id.* Still more groundbreaking was the inventive
24 approach of the '342 and '981 Patents, which went beyond the cell phones merely equipped to
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1 play television, such as the Nokia N92 and the NEC e636, and taught particular systems and
2 methods by which the cell phone could connect with and control a higher resolution display device
3 for streaming video. The claimed inventions would have been inoperable on even the most
4 sophisticated cell phones of the period, such as the Nokia N92 and NEC e636, because they
5 required significant technical advancements and improvements to the hardware and software
6 “stack” of the cell phone in order to enable their inventive functionality. *See* Exhibit E.

7 **Background of the Patented Technology**

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9 12. The ‘342 and ’981 Patents taught the hardware and software “stack” necessary to
10 implement the particular methods claimed in the Patents. For example, Figure 3D illustrates the
11 relationships between the hardware and software components of the cell phone itself, as well as
12 the internet and a high-resolution display device, in terms of their hierarchy and I/O requirements
13 and functions. Figure 3D teaches a cell phone operating system that supports TCP/IP services, a
14 desktop browser and operating system within the cell phone, and the device drivers necessary to
15 manage streaming media as it is received from the network, rendered by the operating system, and
16 communicated to external devices. Figure 3D teaches that the cell phone’s device drivers interact
17 with the peripheral communications hardware and software that, in turn, communicates with
18 external display devices. Further, Figure 3B shows that the peripheral communications hardware
19 and software interacts with multichannel USB, and IEEE 1394 and IEEE 802.11 protocols that, in
20 turn, use a multiport wireless interface to communicate with a high-resolution digital display
21 device. Without the hardware and software stack (or its equivalents) disclosed, *inter alia*, in
22 Figures 3B and 3D of the ‘342 and ’981 Patents, the claimed inventions would have been
23 inoperable. The hardware and software stack disclosed in the Patents was absent from the more
24 advanced cell phones of the day (e.g., the Nokia N92 and NEC e636), which were designed as
25 mere standalone devices—a completely different paradigm than that disclosed in the ‘342 and
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1 '981 Patents, which teach the cell phone connecting with and controlling a higher resolution
2 display device on which media may be streamed.

3 13. In the few prior art examples where a cell phone was actually connected to another
4 device, the cell phone was used in a manner completely different than that claimed in the '342 and
5 '981 Patents, and for different purposes. As the inventor pointed out during prosecution of the
6 parent '342 Patent, the prior art merely “describe[d] a conventional tethering operation of a cell
7 phone to a computer, and not peripheral cell phone control of the claimed invention.” Exhibit F
8 [Prosecution History of '342 Parent Patent, Amendment, May 31, 2011, at 11]. According to the
9 “conventional tethering operation[s]” of the prior art, the “PC or laptop connects to the internet via
10 another PC’s or a cell phone’s wireless Internet connection, providing a bridge connection but not
11 ceding control.” *Id.* By contrast, the “instant invention,” the inventor explained, “does not use a
12 cell phone to connect a ‘computer’ to the Internet” — “[q]uite the reverse, the instant invention
13 connects peripheral devices (connected to the computer) to the cell phone to create a desktop
14 computing environment on the cell phone.” *Id.* As the inventor described it in a later amendment
15 during prosecution of the '342 parent Patent, the “present invention” was one “directed to an
16 innovative approach to employ a cell phone or like PDA . . . to create a media center controlled by
17 the user through the cell phone—without the usage of the computing power of the peripherals’ PC.”
18 Exhibit G. [Prosecution History of '342 Patent, Amendment, January 17, 2012, at 31]. The
19 inventor emphasized that in the prior art “the portable device is a mere tether” and “has zero
20 control – the network server is running things directly” in the “traditional client/server
21 relationship.” *Id.* at 32. By contrast, the parent '342 Patent “expressly involves and claims control
22 of the peripheral device by the portable device, not at network control.” *Id.* Thus, at best, the
23 prior art contemplated the “conventional tethering” of the cell phone to the computer for the
24 purpose of improving the functionality of the computer according to the “traditional client/server
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1 relationship.” The ‘342 and ‘981 Patents, however—which share a specification—claim and teach
2 improvements in the cell phone hardware and software “stack,” enabling it to control the high-
3 resolution display device, in a clear reversal of the “traditional client/server relationship” and
4 departure from “conventional tethering.” As the inventor stated during prosecution of the ‘981
5 Patent, quoting the summary of the invention, “[t]he user may access’ the movies and videos
6 ‘using the desktop monitor’ because, for example the ‘user interfaces’ of the web site providing
7 this content ‘can be displayed through’ the ‘desktop monitor’ ” and “[t]hose ‘user interfaces are
8 sent to the ‘desktop monitor’ by means of the ‘wireless cell phone.’ ” Exhibit H [Prosecution
9 History of ‘981 Patent, Sept. 7, 2016, Declaration of Michael D. Harold, at pages 3-4, para.
10 7(a)(4)]. None of the prior art discloses the hardware and software “stack” necessary to execute
11 this inventive and unconventional functionality or to accomplish the objectives of the ‘342 and
12 ‘981 Patents.

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14 14. As the inventor pointed out during prosecution of the ‘981 Patent, the methods
15 employed in the prior art failed to disclose, for example, the claimed step of “transmitting by the
16 mobile communications device of at least some of the particular movie or video to the display
17 device for display thereon simultaneously while at least some of the particular movie or video is
18 being downloaded from the server to the mobile communications device.” Exhibit I [Prosecution
19 History of ‘981 Patent, Sept. 9, 2016 Amendment, at 8] (emphasis added). This unconventional
20 step of claim 1 of the ‘981 Patent not only distinguishes it from prior art methods but constitutes
21 one of the ‘981 Patent’s “inventive concepts,” both in its own right as well as in combination with
22 other claim elements, rendering the Patent eligible under 35 U.S.C. § 101. Indeed, the inventor
23 pointed out that this step “teaches away” from the prior art, which merely “discloses that a
24 document must be fully downloaded before it can be accessed,” from prior art wherein “content is
25 fully downloaded *before* the mobile device ‘detects’ the display” or from prior art wherein “a
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1 video conference is received or initiated *before* it is routed to the external display.” (Emphasis
2 added). As such, the inventor noted, the prior art “teach[es] away from the claimed methods.” *Id.*
3 at 8-9.

4 15. With respect to the ‘342 Patent, the element of Claim 21 reciting “wherein said
5 peripheral device, controlled by said user from said wireless device,” expressly “claims control of
6 the peripheral device by the portable device, not at network control.” Exhibit G, at 32. This
7 unconventional element of Claim 21 of the ‘342 Patent not only distinguishes the invention from
8 prior art systems but constitutes one of the ‘342 Patent’s “inventive concepts,” both in its own
9 right as well as in combination with other claim elements, rendering the Patent eligible under 35
10 U.S.C. § 101. Whereas the prior art taught “conventional tethering” of the cell phone to the
11 computer for the purpose of improving the functionality of the computer according to the
12 “traditional client/server relationship,” Claim 21 of the ‘342 Patent claims control by the portable
13 device over the peripheral device, in a clear reversal of the “traditional client/server relationship”
14 and departure from “conventional tethering.” Exhibit G at 32; Exhibit F at 11.

15 16. As the inventor further noted during prosecution of the ‘981 Patent, the “claims are
16 specifically limited to the field of consumer electronic entertainment, as contemplated by the
17 specification.” For example, claim 1 of the ‘981 Patent specifically limits the “electrical coupling”
18 between the display device and the mobile communications device to be “for consumer electronic
19 entertainment purposes,” which puts “limitations . . . on the type of electrical couplings that are
20 covered by the claims.” *Id.* at 10-11.

21 17. The USPTO issued the ‘981 Patent on January 17, 2017, without ever having
22 rejected any of the claims under 35 U.S.C. § 101 during prosecution.

23 18. The inventor of the ‘342 and ‘981 Patents conceived of the inventions disclosed
24 and claimed therein and worked to commercialize them for several years. Among his goals (and
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1 later those of his company, Zamboola) was to provide hardware and software solutions for the
2 mobile market to allow the interfacing of user information between devices in an enhanced way.
3 Accordingly, after filing in 2006 the applications that eventually issued as the '981 Patent and its
4 parent '342 Patent, he set to work prototyping solutions that reduced the claimed inventions to
5 practice. Mr. Harold began by modifying an "open source" cell phone released after filing, the
6 Openmoko "Neo," which had an operating system and some of the hardware necessary to support
7 streaming media from the Internet to a high-resolution display device. However, because the
8 software on the Neo proved to be too unstable for the purposes of the claimed inventions, the
9 inventor was forced to migrate to an "Android" operating system. Still more modifications were
10 necessary after migrating to the Android OS, which was not designed for the purpose of streaming
11 media to a high-resolution display device, and lacked the architecture for concurrent, multi-
12 threaded operations and inter-process communications. Subsequently, the inventor adapted open
13 source device drivers to these purposes. Additionally, because the Neo had a USB port, the
14 inventor developed a USB-to-VGA connector that allowed the cell phone to display media at the
15 higher resolution VGA, controlled by the user via the Neo touchscreen. Thus, the conventional
16 software and hardware components available required significant modifications from their original
17 form before it was possible to integrate them into a prototype incorporating the claimed
18 inventions.
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21 19. The '342 and '981 Patents are valid and enforceable.

22 20. The '342 and '981 Patents describe a need to provide an improved paradigm for
23 using a wireless cell phone or other such communications device as a central component of a
24 desktop or other such computing environment. Ex. A, 2:61-64.

25 21. The '342 and '981 Patents describe a system, method and apparatus in which the
26 user of a wireless cell phone device establishes a direct connection with a desktop computer
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1 monitor, keyboard, mouse or other component using any combination of wireline connections and
2 wireless connections. *Id.* at 1:30-36.

3 22. The '342 and '981 Patents are not directed to a method of organizing human
4 activity or to a fundamental economic practice long prevalent in commerce. The '342 and '981
5 Patents describe a system that addresses a technical problem—using a wireless cell phone as a
6 central component of a desktop or other computing environment that includes, in addition to a
7 desktop computer monitor and a desktop keyboard and mouse, using the use of desktop speakers
8 and a desktop printer. *Id.* at 3:7-12—with a technical solution: increasing the use of a cell phone as
9 a connection, communications and controlling device for desktop computers, digital display
10 monitor and keyboard and mouse. *Id.* at 3:41-48.

12 23. The '342 and '981 Patents do not preempt the field or preclude the use of other
13 wireless cell phones. For example, many companies offer currently offer rudimentary products
14 that allow a cell phone to project images, presentations and movies onto a nearby wall or surface.
15 *Id.* at 2:9-12. The prior art also only uses cell phones as computing devices and not as a full-sized
16 computer monitor or other full-size digital output device for manipulating data or issuing
17 commands remotely through the handheld communications devices. *Id.* at 3:20-27.

19 24. The '342 and '981 Patents do not take a well-known or established business
20 method or process and apply it to a general-purpose computer. Instead, in an exemplary
21 embodiment, they describe a wireless cell phone as a central component of a desktop or other
22 computing environment that includes, in addition to a desktop computer monitor and a desktop
23 keyboard and mouse, the use of desktop speakers and a desktop printer. *Id.* at 3:7-12. The desktop
24 computer monitor or other full-size digital display device is also used as a visual output device,
25 and a full-size keyboard and mouse are used as user input devices. *Id.* 2:66-3:1.
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1 which allows the video to be displayed on a surface at which the lens of each Projector Infringing
2 Product is pointed. When the Projector Infringing Products are used as in this manner, that use
3 involves the performance of all of the steps recited in at least claims 1, 5 and 15-16 of the '981
4 Patent as, for example, discussed in greater detail hereinafter:

5 a. The preamble of claim 1 recites a “method for downloading and viewing a
6 movie or video display device.” While it is not a positively recited limitation, corresponding to
7 the preamble of claim 1, each Projector Infringing Product includes an onboard wireless chipset
8 that provides a screen mirroring or casting functionality. This allows a user to cause, e.g., a
9 YouTube video to be downloaded from a YouTube server to the user’s smartphone, and then
10 wirelessly cast from the smartphone to the onboard wireless chipset in each Projector Infringing
11 Product for display on a surface at which the lens of each Projector Infringing Product is pointed.

12 b. Claim 1 recites “electrically coupling for consumer electronic entertainment
13 purposes a display device suitable for use in a media center environment with a mobile
14 communications device that does not form a part of the media center environment.”

15 Corresponding to this limitation of claim 1, at least a portion of the lens of each Projector
16 Infringing Product and the surface at which an image from the lens is displayed forms a “display
17 device” that is suitable for use in a media center environment where a movie or video can be
18 watched or online games can be played. The user utilizes a mobile communications device, e.g., a
19 smartphone, that is not a part of that environment. The user’s smartphone is coupled to the
20 onboard wireless chipset in each Projector Infringing Product by means of a wireless network
21 connection.

22 c. Claim 1 recites “causing a first graphic user interface to be displayed on the
23 display device that conveys information to a viewer of the display device about videos or videos
24 that are individually downloadable from a server for display on the display device for consumer
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1 electronic entertainment purposes.” Corresponding to this limitation of claim 1, when selecting a
2 video, the YouTube GUI is cast from the smartphone to the onboard wireless chipset which then
3 causes it to be displayed to the user on the surface at which the lens of each Projector Infringing
4 Product is pointed. By viewing the YouTube GUI, the user can select a video to watch on the
5 surface at which the lens is pointed.

6 d. Claim 1 recites “receiving entertainment selection commands by the mobile
7 communications device to allow a particular one of the videos or videos to be selected for
8 downloading from the server based on visual feedback the viewer receives by reading or
9 interacting with the first graphic user interface shown on the display device.” Corresponding to
10 this limitation of claim 1, the user selects a video to watch by entering commands into the
11 smartphone. The user makes the selection by reading the YouTube GUI that is displayed on the
12 surface at which the lens of each Projector Infringing Product is pointed.

13 e. Claim 1 recites “receiving by the mobile communications device of the
14 particular movie or video that is sent to it from the server based on the viewer’s reading or
15 interaction with the first graphic user interface shown on the display device.” Corresponding to
16 this limitation of claim 1, by selecting a particular video to be watched, the user’s smartphone
17 indicates to the YouTube servers that the particular video should be sent to user’s smartphone.
18 The user makes the selection by reading the YouTube GUI that is displayed on the surface at
19 which the lens of each Projector Infringing Product is pointed.

20 f. Claim 1 recites “transmitting by the mobile communications device of at
21 least some of the particular movie or video to the display device for display thereon
22 simultaneously while at least some of the particular movie or video is being downloaded from the
23 server to the mobile communications device.” Corresponding to this limitation of claim 1, the
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1 particular video that the user selected is streamed from the YouTube server to the onboard
2 wireless chipset in each Projector Infringing Product via the user's smartphone or tablet.

3 g. Claim 1 recites "wherein the electrical coupling between the mobile
4 communications device and the display device allows the particular movie or video to be sent
5 there between when the mobile communications device is located a distance away from the
6 display device at which a person watches a video at home." Corresponding to this limitation of
7 claim 1, the wireless connection between the user's smartphone and the onboard wireless chipset
8 in each Projector Infringing Product is sufficiently strong and robust to allow the user to place the
9 smartphone, for example, between 10-15 feet away from each Projector Infringing Product.
10

11 h. Claim 5 recites the "method of claim 1, wherein the mobile
12 communications device is adapted to communicate with the server via the internet. Corresponding
13 to this limitation of claim 5, the user's smartphone is adapted to communicate with the YouTube
14 server via the internet.
15

16 i. Claim 15 recites the "method of claim 1, wherein the transmitting of the
17 particular movie or video from the mobile communications device to the display device for display
18 thereon occurs substantially simultaneously with the downloading of the particular movie or video
19 from the server to the mobile communications device. Corresponding to this limitation of claim
20 15, the particular video that the user selected is streamed from the YouTube server to the onboard
21 wireless chipset in each Projector Infringing Product via the user's smartphone or tablet.
22

23 j. Claim 16 recites the method of claim 1, wherein the causing step includes
24 downloading the first GUI from the server to the mobile communications device. Corresponding
25 to this limitation of claim 16, the user's smartphone communicates with the YouTube server to
26 allow it to send to the smartphone at least a portion of the first GUI.
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1 such, that core technological development involves the performance of all the steps of all claim
2 elements of at least claims 1, 5 and 15-16 of the '981 Patent and, therefore, results in direct
3 infringement of those claims.

4 36. Sockeye is entitled to recover damages adequate to compensate it for such
5 infringement by the Projector Infringing Products in an amount no less than a reasonable royalty
6 under 35 U.S.C. § 284.

7
8 **THIRD CAUSE OF ACTION**
9 **INDIRECT INFRINGEMENT OF THE '342 PATENT**

10 37. Sockeye incorporates the above paragraphs herein by reference.

11 38. The Projector Infringing Products allow, for example, a YouTube video to be
12 selected and then downloaded from a YouTube server to the user's smartphone, and then
13 wirelessly cast from the smartphone to onboard wireless chipset in the Projector Infringing
14 Product for display on the surface to which the lens of each Projector Infringing Product is pointed
15 during use. When the Projector Infringing Products are used in this manner, that use involves the
16 formation of a system that meets all of the elements recited in at least claim 21 of the '342 Patent.

17 For example:

18 a. Claim 21 of the '342 Patent, which depends from independent claim 20,
19 recites the preamble of claim 20 which references a "peripheral device control system, comprising."
20 While it is not a positively recited limitation, corresponding to the preamble of claim 21, each
21 Projector Infringing Product includes a lens and, when used, a surface to which the lens is pointed.
22 At least a portion of the lens of each Projector Infringing Product and at least a portion of the surface
23 to which the lens is pointed forms a "peripheral device."
24

25 b. Claim 21 of the '342 Patent recites "a peripheral device." Corresponding to
26 this limitation, each Projector Infringing Product includes a lens and, when used, a surface to which
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1 the lens is pointed. At least a portion of the lens of each Projector Infringing Product and at least a
2 portion of the surface to which the lens is pointed forms a “peripheral device.”

3 c. Claim 21 of the ‘342 Patent recites “an interconnector.” Corresponding to
4 this limitation, each Projector Infringing Product includes an onboard wireless chipset that allows
5 videos or videos casted over to it to be shown on the surface at which the lens of each Projector
6 Infringing Product is pointed during use.

7 d. Claim 21 of the ‘342 Patent recites “said interconnector connecting, at the
8 control of a user, a wireless device to said peripheral device, and.” Corresponding to this limitation,
9 the onboard wireless chipset attached to each Projector Infringing Product forms an
10 “interconnector.” The onboard wireless chipset allows a user to cause a YouTube video to be
11 downloaded from a YouTube server to the user’s smartphone, and then wirelessly cast from the
12 smartphone to the onboard wireless chipset for display on the surface at which the lens of each
13 Projector Infringing Product is pointed during use.

14 e. Claim 21 of the ‘342 Patent recites “downloading user information to said
15 peripheral device.” Corresponding to this limitation, the onboard wireless chipset allows a user to
16 cause a YouTube video to be downloaded from a YouTube server to the user’s smartphone, and
17 then wirelessly cast from the smartphone to the onboard wireless chipset for display on the surface
18 at which the lens of each Projector Infringing Product is pointed during use.

19 f. Claim 21 of the ‘342 Patent recites said user information being stored on a
20 server in a communications network.” Corresponding to this limitation, the YouTube video, which
21 is to be displayed on the surface at which the lens of the Projector Infringing Product is pointed
22 during use, is stored in memory on servers provided by YouTube and are accessible over the internet.

23 g. Claim 21 of the ‘342 Patent recites “said peripheral device, upon receipt of
24 the downloaded user information, employing said user information at the control of said user.”

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1 Corresponding to this limitation, each Projector Infringing Product, upon receipt of the YouTube
2 video, displays the YouTube video on the surface at which the lens of each Projector Infringing
3 Product is pointed during use. The display of the YouTube video thereon is controlled by the user
4 entering commands into the user's smartphone with reference to a GUI cast from the smartphone
5 that is shown on the surface at which the lens of each Projector Infringing Product is pointed during
6 use.

7
8 h. Claim 21 of the '342 Patent recites "wherein said peripheral device,
9 controlled by said user from said wireless device, is part of a separate system, and." Corresponding
10 to this limitation, at least a portion of the lens of each Projector Infringing Product and at least a
11 portion of the surface at which the lens of each Projector Infringing Product is pointed during use
12 forms a "display device" that is suitable for use in a "home media center environment." The
13 smartphone is not a part of that environment which contains items such as amplifiers and pre-
14 amplifiers. The smartphone is coupled to the onboard wireless chipset in each Projector Infringing
15 Product.

16
17 i. Claim 21 of the '342 Patent recites "wherein said downloaded user
18 information employed by said peripheral device creates an environment selected from the group
19 consisting of desktop computing environment, a media center environment, a portable PC
20 computing environment, a tablet computer computing environment and combinations thereof."
21 Corresponding to this limitation, at least a portion of the lens of each Projector Infringing Product
22 and at least a portion of the surface at which the lens is pointed forms a "display device" that is
23 suitable for use in a "home media center environment."

24
25 j. Claim 21 of the '342 Patent recites the "peripheral device control system
26 according to claim 20, further comprising." Corresponding to this limitation, at least a portion of
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1 the lens of each Projector Infringing Product and at least a portion of the surface to which the lens
2 is pointed forms a “peripheral device.”

3 k. Claim 21 of the ‘342 Patent recites “means for receiving, at said peripheral
4 device, a wireless communication containing said downloaded user information transmitted from
5 said wireless device; and.” Corresponding to this limitation, at least a portion of the onboard
6 wireless chipset in each Projector Infringing Product forms at least a portion of the “means for
7 receiving.” It allows the YouTube video to be cast from the user’s smartphone via a wireless
8 connection to the onboard wireless chipset for display on the surface at which the lens of each
9 Projector Infringing Product is pointed during use.

11 l. Claim 21 of the ‘342 Patent recites “means for employing, at said peripheral
12 device, said downloaded user information.” Corresponding to this limitation, each Projector
13 Infringing Product includes a lens and circuitry connecting the lens to the onboard wireless chipset
14 that forms at least a portion of the “means for employing.” It allows the YouTube video to be shown
15 on the surface at which the lens of each Projector Infringing Product is pointed during use

17 39. At https://aaxatech.com/products/P2A_pico_projector.html, Defendant states that
18 the P2-A Smart Pico Projector has an “onboard wireless chipset” that enables both “video
19 streaming” as well as “smartphone mirroring.” In the manual for this product that is found at
20 <https://www.aaxatech.com/pdf/P2AManual.pdf>, Defendant describes the P2-A Smart Pico
21 Projector as employing a “smartphone mirroring system that is compatible with both Apple
22 Airplay as well as Android systems.”

24 40. Thus, by promoting the above-mentioned uses of the Projector Infringing Products
25 in the manner noted in paragraph 38 above, Defendant actively induces its customers to use the
26 device to form a system that meets all of the elements of at least claim 21 of the ‘342 Patent for
27 the reasons discussed herein.

PRAYER FOR RELIEF

WHEREFORE, Sockeye respectfully requests the following relief:

- A. A declaration that Defendant has infringed the Patents-In-Suit;
- B. An award of damages to compensate Sockeye for Defendant’s indirect and direct infringement of the Patents-In-Suit;
- C. An award of damages, including trebling of all damages, sufficient to remedy Defendant’s infringement of the Patents-In-Suit under 35 U.S.C. § 284;
- D. An accounting of all damages not presented at trial;
- E. A declaration that this case is exceptional, and an award to Sockeye of reasonable attorneys’ fees, expenses and costs under 35 U.S.C. § 285;
- F. An award of prejudgment and post-judgment interest; and
- G. Such other relief as this Court or jury may deem proper and just.

Dated: March 29, 2021

Respectfully submitted,

/s/ Michael J. Glenn, SBN 89654
Michael J. Glenn, SBN 89654
LAW OFFICES OF JAMES M. DONOVAN
915 Wilshire Blvd., Suite 1610
Los Angeles, CA 90017-3474
213-629-4861
mglenn@thedonovanoffices.com

Isaac Rabicoff
Rabicoff Law LLC
(*Pro hac vice* application forthcoming)
5680 King Centre Dr, Suite 645
Alexandria, VA 22315
7736694590
isaac@rabilaw.com

Counsel for Plaintiff
Sockeye Licensing TX LLC